

**Kilohertz (kHz):** One thousand hertz. See Hertz.

**Licensing:** The legal arrangement of which a music or audio creation can be used.

**Loop:** A short and repeat audio segment.

**Mastering:** The process of preparing and transferring recorded audio to a medium for future duplication.

**Mixing:** The process to put two or more sound tracks together and adjust them appropriately.

**Monitor speakers:** Or just speakers. A set of devices that convert electrical signals into audible sound.

**Mono:** A single-channel signal, where sound is rendered entirely the same for left and right channels in stereo systems.

**MP3:** A popular audio file format very common in storing music and songs for playback. MP3 is also the most commonly used format for podcasting.

**Noise:** Unwanted sound.

**Newbie:** Slang word for someone who is new to particular topic.

**Off axis:** Speaking away from the microphone to reduce plosives.

**Omnidirectional microphone:** A type of microphone that can captures sound from all direction equally well.

**P2P:** See Peer-to-Peer.

**Peer-to-Peer:** A computer network that allows each computer to communicate to each other instead of having to go through a central computer (server).

**Plosive:** The sound pop that occurs when people speak the p or b sound into the microphone without a pop stopper. Also called a stop.

**Podcast:** A method to publish and distribute multimedia files to the Internet through RSS feed. Listeners who subscribe to the feed can automatically check, download and sync the media files to desktop playlist or portable devices.

**Podcast feed:** An RSS 2.0 feed with enclosure, containing metadata about the multimedia content.

**Podcasting:** The process from recording to publishing podcast on the Internet. Some people use this word to refer to the client side of actions, but now popular with the term podcatching.

**Podcatching:** The act of subscribing to podcast feed and listening to podcasts.

**Podcatching software:** An aggregator that reads podcast feed to find new podcast files, download and sync the files to MP3 player or portable device.

**Podcatcher:** See podcatching software.

**Promixity effect:** The effect when a microphone gets louder signals as you move closer and vice versa.

**Podsafe music:** Music that is made available for use in podcasts by the artists without royalty.

**RSS:** A content syndication technology that allows consumers to monitor and get new content from many websites at a single desktop or web application.

**Show notes:** Information accompanying a podcast show, usually available on the RSS feed, blog and/ or website.

**Skype:** A piece of desktop software and service that provides VoIP — Voice over IP — calling between users.

**Sound-seeing:** describing the environment in an audio format to podcast audience.

**Shotgun microphone:** A directional microphone used for video applications.

**Stereo:** Two channels of audio, left and right.

**Streaming:** The act of playing audio files as it downloads. Download and playback happen simultaneously.

**Track:** A segment of recorded sound.

**VoIP:** Stands for Voice over IP (Internet Protocol). This technology lets users to make phone calls over an Internet connection.

**Web hosting:** A service that maintains a presence for your website, blog or podcast on the Internet. Web hosting service provides reliable space, bandwidth and the infrastructure so users can access your data anytime.

**Weblog:** actually a website with user-friendly and powerful content management system behind it that arranges entries chronologically. A blog/weblog is also a powerful podcast publishing platform.

**Work safe:** A term used to tag a podcast content as suitable to listen at work.

# Podcasting 101 -- Glossary

Marketing Loop Podcast Marketing & Publishing

Taken from: <http://podcastingscout.com/podcasting-glossary>

This is a partial listing of podcasting-related terminology found on the above website.

**Aggregator:** Usually RSS aggregator. This is a specialized software that reads RSS feeds from the World Wide Web.

**Attachment:** see Enclosure.

**Audio blog:** A type of blog which contains audio files instead of written text content.

**Ambience:** Background sound that surround the audio source.

**Amplifier:** Also known as amp. It functions to increase the input audio signal strength.

**Analog:** It is a signal produced by microphone, guitar, and other sound sources in varying frequency or amplitude. The opposite of analog is digital.

**Bandwidth:** The data capacity between computer connections. In podcast hosting terminology, it also refers to the amount of transferred data for a specific period of time — usually month.

**Bidirectional microphone:** This is a microphone with a figure-eight lobes, which is used for interviews.

**Bit rate:** The speed of data flow over time (ex. bits per second). Also refers to the amount of data bits in one second of audio file.

**BitTorrent:** An effective tool for sharing large files based on peer-to-peer connections. Different parts of files are distributed in chunks and then reassembled on the receiving machine.

**Blog:** see Weblog.

**Blogging:** Running or publishing a blog.

**Compression:** A process that involves producing a smaller audio file and at the same time actually preserve as much data as possible to maintain quality. In audio editing world, it also means the act of making the volume of audio track uniform.

**Copyright:** Legal protection covering the intellectual property produced by an owner or producer.

**Creative Commons:** A non-profit organization that offers more flexible licenses compared to traditional copyright protection.

**DAW:** Stands for Digital Audio Workstation. A computer can be used as a DAW which functions as an audio recording, editing and mixing machine.

**Decibel:** A unit measurement of the intensity of a sound wave.

**Decode:** Turning an audio file into raw format suitable for editing and playback.

**Digital Rights Management:** Technology that allows content owners to determine and control who and how users can consume content.

**Dynamic range:** The range between the softest and loudest sound a system can process without distortion.

**Encode:** Turning a raw audio data into particular file format.

**Feed:** See RSS, also known as RSS feed.

**Flash memory:** A type of RAM (Random Access Memory) that does not lose data when the power is turned off. Some digital recording devices use flash memory to keep its data.

**Flash player:** This refers to a portable player that stores files on a solid state chip. A Macromedia/Adobe Flash player is an embedded audio player which allows end-users to playback audio files on the Web browser.

**FTP:** Stands for File Transfer Protocol. Some podcasters transfer files from their computer to their hosting using this protocol.

**Gain:** The amount of boost applied to a sound signal.

**Hertz:** A unit of frequency.

**Headset:** A set of headphones combined with a microphone.

**Hiss:** High-frequency noises caused by fans or fluorescent lights.

**Hyperlink:** Text that links to an Internet resource.

**iPod:** A digital media player from Apple.  
**iTunes:** A standalone music and video management software for Apple Mac and PC. This software comes with iPod and also has the function to manage and sync files to iPod. Since version 4.9, iTunes supports podcasting directly.